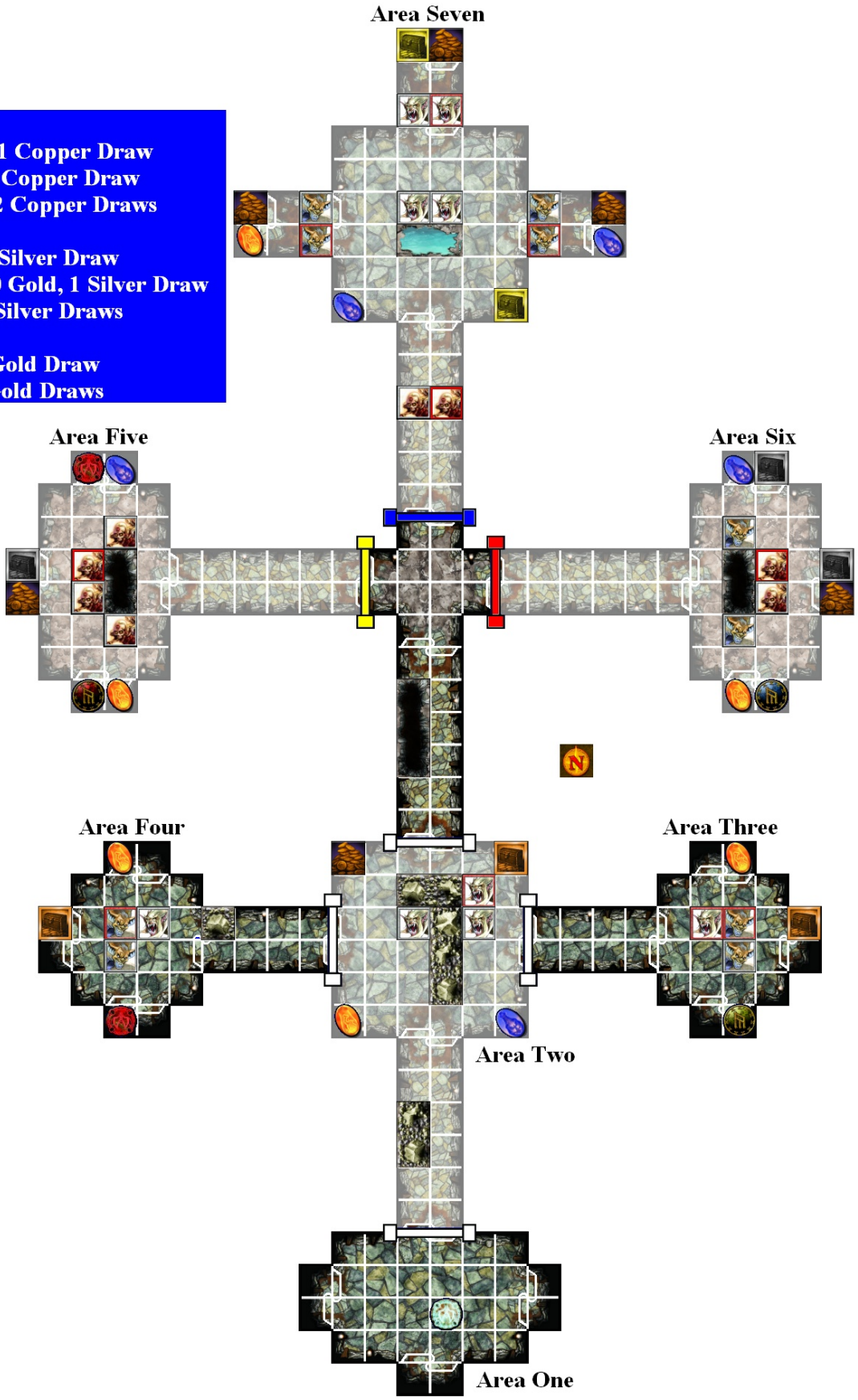
Treasure
Copper Chest 1: 100 Gold, 1 Copper Draw
Copper Chest 2: 1 Curse, 1 Copper Draw
Copper Chest 3: 2 Curses, 2 Copper Draws

Silver Chest 1: 250 Gold, 1 Silver Draw
Silver Chest 2: 1 Curse, 250 Gold, 1 Silver Draw
Silver Chest 3: 2 Curses, 2 Silver Draws

Gold Chest 1: 500 Gold, 1 Gold Draw
Gold Chest 2: 4 Curses, 2 Gold Draws



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The Temple of Law

By Christopher LaHaise

Quest Background

The King has heard of your many exploits, and has invited you for an audience. When you meet him, however, his expression is grave.

"Heroes, I have learned that the Temple of Law is has been taken. In this temple, the Gods of Law have written down the sacred rules by which we govern ourselves. It is also the place where the Chalice of Law was kept. Without the Chalice of Law, our oaths to the Gods of Law have been broken. We need you to enter the Temple of Law, and destroy the monsters within, and ensure the Chalice of Law is safe. I will pay you well for this heroic deed."

Quest Goals

You make your way to the Temple of Law, only to find it burned to the ground. However, among the ashes is the entrance to the catacombs beneath. You see the tracks of the beasts who destroyed the temple, and they are still fresh. Perhaps they have taken the catacombs as their home.

Your goal is to enter the Catacombs, and destroy the monsters which lurk inside. Ultimately, you are to face the head of the beastmen that live within the catacombs, named Marduk. If you can re-active any of the transportation glyphs within the temple, all the better. You begin with five Conquest Tokens. If you lose all your Conquest Tokens, Marduk has won.

Area One

You descend into the catacomb, the air reeking of decayed flesh and old bones. The area is dark, but ahead you can faintly make out the outline of a doorway. Above it reads, 'The Greatest of our time rests here'. From beyond you hear the screeches of beast men and the sounds of movement.

Area Two

The hallway is dark, but your torches reveal rubble from the fight to hold the beasts back. Howls come from further down the hallway, and there is movement just outside of the light.

Area Three

As the door opens, you hear high-pitched cries and chittering. Dark shapes swoop overhead, and a dull yellow glow comes from the southern corner of the alcove. Bones are scattered about the room, the holy dead having been disturbed.

Important: A hero must end their turn upon the yellow rune to activate it. The door to Area Six will then be able to be opened. Once the rune is triggered, the heroes gain three Conquest Tokens.

Area Four

The door grinds open, and the air is filled with screeches and the beating of wings. The dead here have been disturbed, pulled from their coffins.

Area Five

A chasm splits the middle of the room, and the deceased have risen from their peaceful rest. They turn baleful eyes upon the group, having been disturbed and somehow re-animated. In the south corner of the room there is a soft red glow.

Important: A hero must end their turn upon the red rune to activate it. The door to Area Six will then be able to be opened. Once the rune is triggered, the heroes gain three Conquest Tokens.

Area Six

A chasm splits the centre of this room, and you see the animated bodies of ancient heroes rising from their tombs. Overhead come the beating of wings, and the now-familiar chatter of the bats you encountered before. To the south of the room is a soft blue glow.

Important: A hero must end their turn upon the blue rune to activate it. The door to Area Six will then be able to be opened. Once the rune is triggered, the heroes gain three Conquest Tokens.

Area Seven

As the sealed door is forced open, you hear the howl of beastmen deep inside the chamber. The undead heroes rise up to face you, and overhead comes the fluttering of wings. At the far end of the room is a beastman a head taller than the rest -- this must be Marduk. He peers at your group and sneers, "Come and die, like all the others, you are far too late."

Marduk is the Master beastman in this room. He has +4 Health and +2 Armour, and Undying. His Command ability extends out to six squares, rather than just three. Once Marduk has been defeated, the heroes gain 3 Conquest Tokens and read the following:

Marduk is dead, and as you search the room, you see no sign of the Chalice of Law. However, on Marduk's hide is a strange marking, which looks much like the symbol of Chaos. Perhaps the Gods of Chaos have something to do with this? You take your gains and return to the King with your report.

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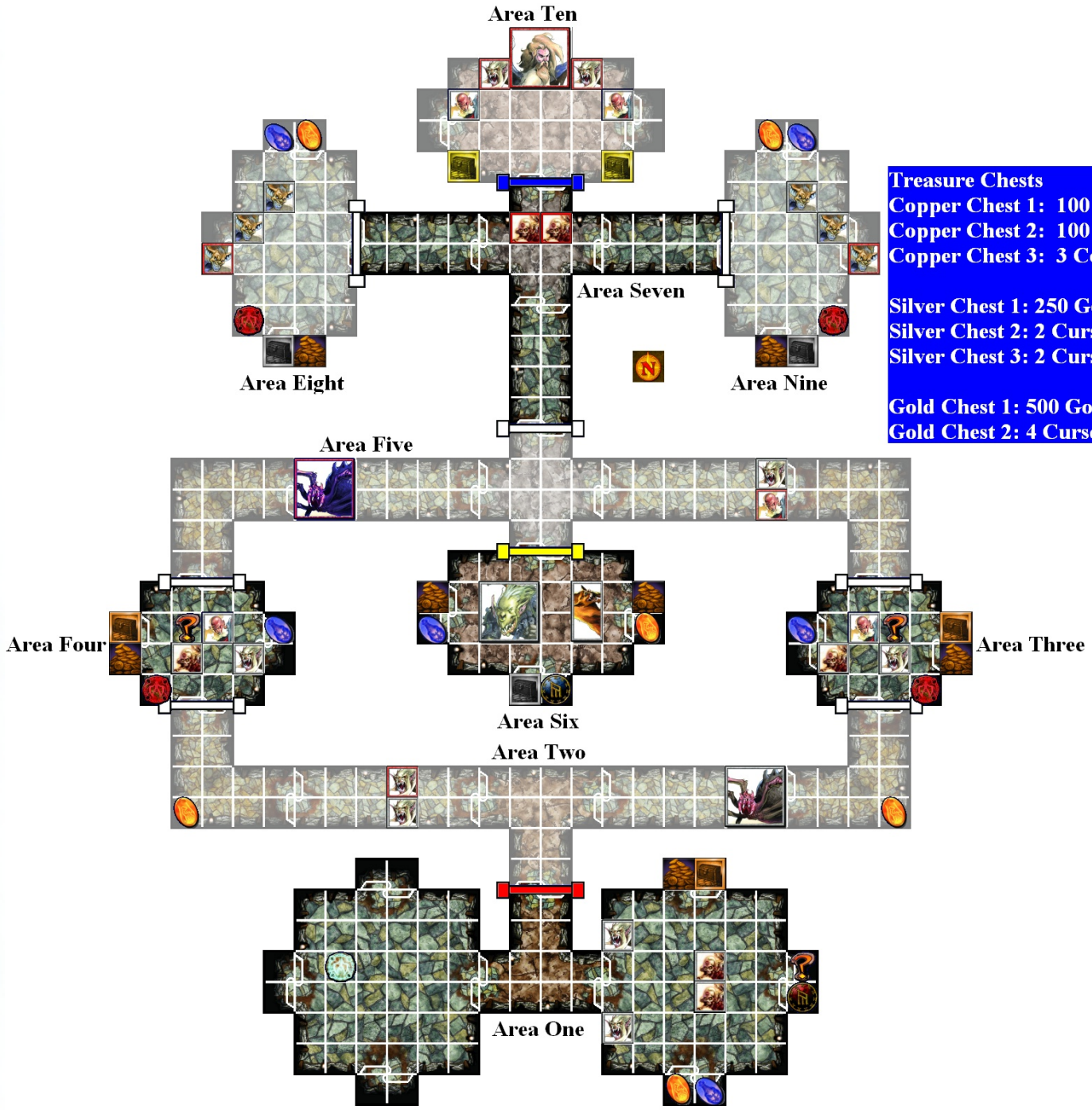

Treasure Chests
Copper Chest 1: 100 Gold, 1 Copper Draw
Copper Chest 2: 100 Gold, 1 Curse, 2 Copper Draws
Copper Chest 3: 3 Conquest Tokens, 2 Curses, 2 Copper Draws

Silver Chest 1: 250 Gold, 1 Silver Draw
Silver Chest 2: 2 Curses, 3 Conquest Tokens, 1 Silver Draw
Silver Chest 3: 2 Curses, 2 Silver Draws

Gold Chest 1: 500 Gold, 1 Gold Draw
Gold Chest 2: 4 Curses, 2 Gold Draws

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Fan Created Scenario.

The Temple of Chaos

By Christopher LaHaise

Quest Background

By order of the King, you head to the Temple of Chaos. The Temple is dark, and there are scorch marks everywhere. A few cultists lay dead outside the temple, and there is other signs that something has gone horribly wrong. You head down into the temple, and prepare to explore, looking for the Chalice of Law. Entering, you find one cultist still alive, though dying. They warn, "The Lammasu! Beware the Lammasu!"

Quest Goals

Your goal is to get through the Temple of Chaos, in hopes of finding the Chalice of Law. You are to confront and defeat the lammasu, and if you activate any glyphs of transport, all the better. You begin with 500 gold each (rather than the normal 400) thanks to the King, and five Conquest Tokens. If you ever run out of Conquest Tokens, the Lammasu has won.

Area One

As you descend into the lower levels of the temple, you find the guardians of the temple have risen. There is a switch across the room, and the glyph on the door pulses darkly. It looks like you won't have to wait to find any action here.

If someone ends their turn on the trigger, they can choose to pull the switch. If they do, read the following:

Somewhere, deep in the temple, you hear the grinding of gears and pulling of chains. Nothing else seems to happen.

Area Two

The area is littered with webbing which sticks to your feet as you move through the hallways. Skittering sounds can be heard echoing through the passage. The hallways drip with ichor and cobwebs hang overhead, complete with spiders the size of your fist.

Area Three

This room remains dark, even with your torches lit. The shadows dance and cling to the corners of the room, and you see a large switch in the middle of the chamber.

If someone ends their turn on the trigger, they can choose to pull the switch. If they do, read the following:

Somewhere, deep in the temple, you hear the grinding of gears and the pulling of chains. Nothing else seems to happen.

Area Four

This room remains dark, even with your torches lit. The shadows dance and cling to the corners of the room, and you see a large switch in the middle of the chamber.

If someone ends their turn on the trigger, they can choose to pull the switch. If they do, read the following:

Somewhere, deep in the temple, you hear the grinding of gears and the pulling of chains. Nothing else seems to happen.

Area Five

As you wander through the dark corridors, your torches sputter in the dank air. Cobwebs burn under the fires of your torches, and you navigate the passage, stepping over the bodies of fallen cultists.

Important: If all three levers have been pulled, add the following:

You see a warded door to the south, but the ward seems to have been de-activated.

Area Six

A large ogre is exploring the room as you approach, and when it sees you, it lets out a ferocious howl, the hound at its side snarling and crouching. "You try to take Garregos' treasure! You die!" screams the ogre.

The ogre and hellhound have 4 additional Wounds and 1 additional Armour, and roll an additional Power Die when attacking.

Area Seven

The hallway drips with moisture, bodies scattered about. Cultists rest unmoving by your feet, and you hear the grinding of bone against bone further ahead.

Area Eight

The sounds of heavy wings flutter overhead, and you hear the shrill shrieks of razorwings beat around your heads. The room itself is almost stripped bare.

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Area Nine

More razorwings and another empty chamber greet you, the place stripped bare of any mystical lore. Cultists sprawl dead at your feet, slain perhaps days before.

Area Ten

The door opens to reveal a large figure with the body of a lion and the head of a man. The Lammasu stands with a trio of cultists who wear robes of white. The central cultist picks up the Chalice of Law, and upon seeing the group entering, the Lammasu sends the cultist away with a word of Power.

The Lammasu turns towards the group and says, "You are unworthy of holding the power of the Chalice. It shall be returned to the gods, where it belongs. Humanity has proven themselves unfit." With that, the remaining cultists attack.

The Lammasu is a Master Manticore, with 2 extra points of Armour, 5 extra points of Health, and Aura. If the Lammasu is defeated, the characters gain an additional three Conquest Tokens. Once the battls is over, read the following:

You have defeated the Lammasu, but the Chalice of Law has been lost. However, upon studying the robes of the dead cultists, you find a strange crest. If you bring this to the King, perhaps more can be learned.

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Area One
Area Two
Area Three
Area Four
Area Five
Area Six
Area Seven
Area Eight
Treasure Chests
Copper One: 100 Gold, 1 Copper Draw
Copper Two: 2 Conquest Tokens, 1 Curse, 1 Copper Draw
Copper Three: 2 Curses, 2 Copper Draws
Silver One: 250 Gold, 1 Curse, 1 Silver Draw
Silver Two: 2 Curses, 3 Conquest Tokens, 2 Silver Draws
Silver Three: 250 Gold, 2 Curses, 2 Silver Draws
Gold One: 1 Curse, 500 Gold, 1 Gold Draw
Gold Two: 3 Curses, 2 Gold Draws

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Fan Created Scenario.

The Well of Souls

By Christopher LaHaise

Quest Background

It has been only a short time since you've left the King and his advisors with the news of your encounter in the Temple of Chaos. You've had time to spend your money, and prepare yourself with the rewards he's offered, and have just begun to sit down to enjoy a hearty stew when a messenger approaches your table in the tavern.

"The King wishes to see you now." The messenger waits for you to gather your things, and then leads you back to the castle. The guards let you in without incident, and you are quickly brought before the King. He looks troubled, and his advisor stands to one side, the old mage's brow creased in worry.

"We have discerned the location of the Chalice of Law," the mage says. "It has been taken to the Well of Souls. If you can get there, you should be able to destroy the thieves, and recover the Chalice."

The King adds, "I will pay you well for this journey, and see you properly equipped." He has a large chest brought out. "Please, help us in our time of need. I will see you richly rewarded."

Each character begins with 900 gold, and one Copper Draw. The characters can not purchase further Copper Draws until they have opened a Copper Chest in the dungeon. The Overlord begins with Doom in play, however, and begins with three cards, plus one card for each hero entering the dungeon.

Quest Goals

You descend into the Well of Souls, in pursuit of the Chalice of Law. As you drop down into the large hall, you hear the rattling of bone and the creak as bow strings are pulled.

The Chalice of Law has been brought here by the combined forces of the high and low realms. You must defeat the Lammasu Archon who has joined forces with the Demon named A'Gon Ey. You begin the game with six Conquest Tokens. If you are able to activate any Glyphs of Transport, all the better. If you run out of Conquest Tokens, the forces of the high and low realms have won.

Area One

As the door opens, you hear the roar of beast men. The howls echo through the chamber and into other hallways, and you hear an answering bellow, "Keep 'em busy, boys! I'm coming to help!"

Area Two

As you open the door to the area, you find it darker than you might have expected. The torches seem to all but go out, and you hear the chitter of razor wings, and the scuttling of larger things moving in the darkness.

Line of Sight in this area is reduced to four squares for the heroes. The creatures here are accustomed to the dark, however, and are not as limited. Any monsters coming into the area are not restricted by the supernatural darkness.

Area Three

You burst the door open to see more beast men snarling and howling the alarm. From the southern passage comes a deep growl, then a screeching roar which causes the place to shake. Flames gout from the passage, and you know you have to work quickly.

Area Four

Water drips into a large pool from the ceiling, the chamber echoing with chanting and strange howls in the distance. As you step in, you see a large, burning demon near a warded gate. The demon turns to face you, and calls out, "Destroy them. They shall not find my brother!"

Area Five

This alcove holds many objects lost to time. A cultist is studying some of the artifacts when you come in. Surprised, his face contorts in anger, and he summons a fiery hound. "Deal with them, my pet!" The hell hound howls and charges, the sorcerer preparing spells to assault you with.

Area Six

When you burst in, a cultist is in the process of finishing a seal. He spots you, and conjures a hell hound, which rises from the floor snarling. "Destroy them, I must finish this!"

Area Seven

The door opens with a loud hiss -- until you realize the hiss comes from inside. A huge Spirit Naga uncoils before the door, deep eyes gazing at you. "You trespass where you are not wanted," it warns. "If you depart, I will leave you in peace. If you persist, I will be forced to kill you."

The Spirit Naga will not leave this room if the heroes flee, but will respond to attacks and attack anyone it has line of sight with. The Spirit Naga has the attributes of a normal Master Naga, but has an additional 4 Armour and the Breath Power, but does not need to use it if it does not want to. If the Spirit Naga is defeated, the heroes gain 3 Conquest Tokens.

Area Eight

You burst in to see a Lammasu and a Demon performing

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some arcane rite over the Well of Souls, the demon holding the Chalice in hand. Cultists perform incantation, and when you come in, the demon snarls. "I thought they could not win, Archon."

"Perhaps these mortals are more dangerous than I imagined," the Lammasu replies. "Never the less, they must be destroyed." The demon and lammasu turn and glower at you, wings beating as the cultists turn their arcane energies against you.

The Lammasu and Demon both have an additional 4 Armour and 6 Health. The Demon possesses the power of Breath, but does not need to use it if the demon does not want to. The heroes gain 3 Conquest Tokens when the Lammasu is defeated, and 3 additional Conquest Tokens if the Demon is defeated. Once the room is emptied and the Demon defeated, read the following:

The Demon howls as he falls dead, the Chalice rolling towards the pit. You quickly recover it, and feel the holy energy within infuse the group with power. The King will be pleased with your victory, and you have many things to share around the tavern for some time to come!

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